C L A I M   A M E N D M E N T S

The following is a detailed listing of all claims that are, or were, in the application. A status identifier is provided for every claim and the current text of every claim is presented, unless the claim has been cancelled. Current amendments to the claims are expressed in the detailed listing by strikethrough or brackets (for deleted matter) or underlining (for added matter).

1.   (Currently amended) A method comprising:

        initiating, ~~at~~ via a gaming device operable to facilitate a wagering game, a game session of indeterminate duration, wherein the game session comprises a plurality of plays of a game and wherein the game session is not defined by either a predetermined number of handle pulls or a predetermined period of time;

        determining, via the gaming device, a game variable defining the game session;

        determining, via the gaming device, a terminating value associated with the game variable, the terminating value being based on a running count of a number of losing game outcomes during the session;

        determining, via the gaming device, a current value of the game variable; and

        terminating, via the gaming device, the game session based on the terminating value and the current value.

2.   (Currently amended) The method of claim 1, in which determining the current value comprises:

        determining the current value based on an outcome of a game of the game session.

3.   (Cancelled)

4.   (Cancelled)

5.   (Cancelled).

6.   (Cancelled).

7.   (Currently amended)   A method comprising:

determining, via a gaming device, at least one game parameter that is associated with a game;

for each at least one game parameter, determining, via the gaming device, a respective terminating condition that is associated with the game parameter;

initiating, via the gaming device, a flat rate play session of the game, at a gaming device operable to facilitate a wagering game;

determining, via the gaming device, if at least one terminating condition is satisfied; and

if at least one terminating condition is satisfied,

terminating the flat rate play session,

in which the at least one game parameter corresponds to a predetermined configuration of a plurality of game elements corresponding to a predetermined game outcome.

8.   (Original)   The method of claim 7, further comprising:

determining an outcome of the game.

9.   (Original)   The method of claim 8, in which determining if the terminating condition is satisfied comprises:

determining if the terminating condition is satisfied based on the outcome.

10.   (Currently amended)   A method comprising:

determining, via a gaming device, at least one game parameter that is associated with a game;

for each at least one game parameter, determining, via the gaming device, a respective terminating condition that is associated with the game parameter;

initiating, via the gaming device, a flat rate play session of the game;

determining, via the gaming device, if at least one terminating conditions is satisfied; and

if at least one terminating conditions is satisfied,

terminating, via the gaming device, the flat rate play session,

in which the at least one game parameter corresponds to at least one of:

a probability,

a probability of a player entering a bonus round, and

a rate of expiration of a predetermined game symbol.

11.   (Currently amended)   A method comprising:

receiving a wager for a game session via a gaming device, the game session including a plurality of handle pulls, wherein the game session is not defined by either a predetermined number of handle pulls or a predetermined period of time;

initiating, via the gaming device, the game session;

determining, via the gaming device, a game parameter that is associated with the game session, the game parameter being based on a number of bonus rounds achieved during the game session;

determining, via the gaming device, a terminating value that is associated with the game parameter;

determining, via the gaming device, a current value of the game parameter; and

ending the game session, via the gaming device, based on the terminating value and the current value.

12.   (Cancelled).

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13.   (Cancelled).

14.   (Original)   The method of claim 11, in which determining the current value
comprises:

        determining the current value based on the outcome.

15.   (Original)   The method of claim 11, in which the game session is a prepaid
session.

16.   (Cancelled).

17.   (Currently amended)   A method comprising:

        receiving, via a gaming device, a wager for a game session that includes a
plurality of outcomes;

        initiating, via the gaming device, the game session ~~at a gaming device operable to~~
~~facilitate a wagering game~~;

        generating, via the gaming device, at least one outcome, in which

                each outcome includes a plurality of instances selected from a set of
        slot machine symbols, and

                the set of slot machine symbols includes a plurality of predetermined slot
machine symbols; and

        terminating, via the gaming device, the game session based on an occurrence of
an outcome that contains a predetermined plurality of instances.

18.   (Cancelled).

19.   (Currently amended) A method comprising:

determining, via a gaming device, a game parameter value that is associated with a video poker game;

determining, via the gaming device, a terminating value that is associated with the game parameter value, the terminating value corresponding to a predetermined video poker hand;

receiving, via the gaming device, a wager for ~~initiating~~ a session of the video poker game, the session including a plurality of hand outcomes, wherein the session is not defined by either a predetermined number of hand outcomes or a predetermined period of time;

initiating the session via the gaming device,;

determining, via the gaming device, if the game parameter value is equal to the terminating value; and

if the game parameter value is equal to the terminating value, terminating the session via the gaming device.

20-24. (Cancelled).

25.   (New) The method of claim 1, wherein the number of losing outcomes includes every losing outcome that occurs during the game session.

26.   (New) The method of claim 1, wherein a losing outcome comprises any outcome that does not result in a payout.